

Obsidian Group

WEAPONS LOCKER

Cybernetics

"At first, the victim begins to relate more to machines than to humans. Soon, he starts to ignore people--parents, friends, lovers. Eating, sleeping all become less important. Finally, human interactions begin to irritate, culminating in a terrifying rage that consumes the victim entirely."

--Directly from Cyberpunk 2020

Cyberware	Surg.	Cost	Description	SANLoss
FASHIONWARE	----	----	Appearance and Cosmetic Cyberware	----
Biomonitor	N	100	+20% to Resist Torture and Drugs	1
Skinwatch	N	50	Subdermal timepiece	1
Light Tatoo	N	1 - 20	Decorative tatoo	0.5
Shift-tacts	N	1 - 200	Color changing contact lenses	0.5
ChemSkins	N	200	Color/pattern changing skin tints	1D6
Synthskins	N	400	Color/pattern changing artificial skin	1D6
Techhair	M	1 - 200	Color/light emitting artificial hair	2
NEURALWARE (Processor)	M	1000	Basic Processor. Must have for all systems.	1D6
Kerenzikov Boosterware	N	500	+1 per level bought to all Initiatives	1D6/2D6
Speedware (Sandevistan)	N	1600	+3 to all Initiatives Rolls for the next 5 turns	1D6
Tactile Boost	N	100	Increased Sensitivity, +20% to Spot Hidden rolls	2
Olfactory Boost	N	100	Increased Spot Hidden via smell by +20%. Allows scent tracking.	2
Pain Editor	N	200	Tunes out hot, cold, pain. Ignore Wound penalties due to injury.	2D6
Cybermodem Link	N	100	Allows direct connection to a cybermodem	1
Vehicle Link	N	100	For direct vehicle operation only	3
Smartgun Link	N	100	For direct smartweapon operation. +10% Handgun to smartweapon rolls.	2
Machine/Tech Link	N	100	Allows control of autofactories, large & small machines.	2
DataTerm Link	N	100	Allows downloading from DataTerms to internal memory.	2
Interface plugs	M	200	Allows direct connection to smart weapons, vehicles.	1D6/pair
Reflex Chips	----	varies	Chips Dexterity based Abilities, Tech Skills requiring manipulation	0
Memory Chips	----	varies	Chips Mental and other cognitive Abilities, databases.	0
Chipware Socket	N	200	Allows up to 10 Chips to be loaded	1D6

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IMPLANTS	----	----	CYBERWEAR PLACED IN THE BODY	----
Nasal Filters	M	60	Stops toxic gases, fumes. 70% effective	2
Gills	MA	400	Water breathing system, good for 4 hours	3D6
Independent Air Supply	MA	300	Good for 25 minutes	2D6
Mr. Studd Sexual Implant	MA	300	All night, every night. And she'll never know	2D6
Contraceptive Implant	N	100	Good for 5 years. 98% effective	0.5
SubDermal Pocket	M	200	2" x 4" space with Realskinn zipper	2D6
Adrenal Booster	M	400	Boosts DEX by +1 for 1D6 +2 turns, 3x/day.	2D6
Subdermal Armor	CR	1200	+6 Hit Points to Torso	2D6
Motion Detector	M	200	Detects motion in a 20sq/m area. 70% effectiveness.	2D6
Digital Recorder	M	200	2 hrs storage from any digital source	2
Audio/Video Tape Recorder	M	300	2 hrs storage from video, audio links	2
Radar Sensor	M	200	100m range radar. Must have cyberoptic. 70% effective	2
Sonar Implant	M	300	50m range sonar. For water only. 70% effective	2
Radiation Detector	M	200	10m range. 80% detection effectiveness	2
Chemical Analyser	M	200	5m range. 70% effectiveness	2
Voice Synthesizer	M	600	Can mimic any recorded sound (60%), up to 10 sounds.	1D6
AudioVox	M	700	Vocal synthesizer for special effects. +20% to Impersonation Rolls	2D6
BIOWARE	----	----	BIOLOGICAL BASED ENHANCEMENTS	----
Grafted Muscle	MA	1000	+1 to SIZ, +2 Hit Points	2D6
Muscle and Bone Lace	N	1500	+1 to SIZ, +2 Hit Points	1D6
Skin Weave	N	2000	Body gains 6 points of Armor (6 points subtracted from damage rolls)	2D6
Enhanced Antibodies	N	3000	Improve Healing; +1 Hit Point per day	1D6
Toxin Binders	N	3000	Improve Poison, +4 to CON Rolls in defense against Drugs	1D6
Nanosurgeons	N	6000	Doubles Healing Rate	1D6
CYBERWEAPONS	----	----	IMPLANTED BODY WEAPONS	----
Scratchers	N	100	Body Weapon (hands) 1D6 damage	1D6
Implanted Fangs (Vampires)	N	200	Body Weapon (hands) 1D6 damage	3D6
Rippers	M	400	Body Weapon (hands) 1D6+3 damage	3D6
Wolvers	M	600	Body Weapon (hands) 2D6+3 damage	3D6+1
Big Knucks	M	500	Body Weapon (hands) 1D6+2 damage	3D6
Slice N' Dice	M	700	Body Weapon (hands) 1D6+3 damage	3D6
Cybersnake	MA	700	Cyberweapon, self controlling, 1D4 damage	4D6

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CYBEROPTIC	(MA)	----	BASIC EYE MODULE (add up to 4 options per eye)	2D6 each
Color Shift	N	300	Allows color changes, special fashion effects	0.5
Image Enhancement	N	300	+20% Spot Hidden when using visual search	1
Targeting Scope	N	400	+10% Handgun on all smartgun attacks	2
Times Square Marquee	N	300	LED Screen in vision field for messages	1
Teleoptics	N	150	Telescope ability to 20x	0.5
Micro-optics	N	150	Microscope	0.5
Anti Dazzle	N	200	Immune to flash, laser blinding	0.5
Low Lite	N	200	See in dim light, almost total darkness	0.5
Thermograph sensor	N	200	See heat patterns, temperature readings	1
Infrared	N	200	See in total darkness, using heat emissions	1
Ultraviolet	N	200	See in darkness, using UV flash	1
MicroVideo Optic	N	300	Video record up to 20min (takes 2 option spaces)	0.5
DigitalCamera	N	300	Digital Camera, shoots up to 20 images (as 2 options)	0.5
Dartgun	N	200	Poison weapon (takes 3 option spaces) Holds 1 dart.	2
CYBERAUDIO	(M)	----	BASIC HEARING MODULE. No option limit	2D6
Amplified Hearing	N	200	+10% Listen when using auditory cues	1
Radio Link	N	100	Radio communication up to 1 mile.	1
Phone Splice	N	150	Full Cellular communication (large city only)	1
Scrambler	N	100	Cannot overhear communications w/o descrambler.	0.5
Bug Detector	N	200	Detect taps, bugs up to 3m. 60% effective.	0.5
Voice Stress Analyser	N	200	Lie detector. +20% Psychology.	1
Sound Editing	N	150	+20% to Listen to overhear one specific conversation	0.5
Enhanced Hearing Range	N	150	Ability to hear supersonic, subsonic ranges.	2
Wearman	N	100	Stereo music system	0.5
Radar Detector	N	150	Beeps if radar beam is encountered, fixes source (40%).	0.5
Homing Tracer	N	200	Can follow tracer up to 1 km distant.	0.5
Tight Beam Radio Link	N	200	Allows untappable radio comm. within line of sight.	1
Wide Band Radio Scanner	N	100	Will pick up all transmissions on all bands. A scanner.	2
Micro-recorder Link	N	100	Transmits to recorder in body or via plugs.	0.5



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Digital Recording Link	N	100	Transmits sounds to a digital recorder.	0.5
Level Damper	N	300	Automatic noise compensation.	0.5
CYBERARM	(CR)	3,000	STANDARD ARM REPLACEMENT (4 options allowed.)	2D6
CYBERLEG	(CR)	2,000	STANDARD LEG REPLACEMENT (3 options allowed.)	2D6
Quick Change Mount	N	200	Allows 1 turn changing of cyberwear.	2
Hydraulic Rams	N	200	Increase limb STR by +8, 3x normal damages	3
Thickened Myomar	N	250	Increase limb STR by +4, 2x normal damage. +50% on leaps.	2
Reinforced Joints	N	200	Increase limb CON by +2	1
Artificial Shoulder Mount	CR	1,500	Mount extra arms (2) below first set. 1 only.	2D6
Microwave/EMP Shielding	N	300	Limb is unaffected by Microwave side effects.	1
Plastic Covering	N	1-200	In colors, transparent, etc...	1
RealSkinn	N	200	Limb looks real. Lowers Sanity Cost by 1D6	----
Superchrome	N	200	Highgloss metallic covering.	3
Armor	N	200	Armors Cyberlimb, +6 points of Armor	1D6
HANDS & FEET	----	----	ATTACH TO CYBERLIMBS	----
Standard Hand	N	150	Resembles normal hand	0
Ripper Hand	N	600	Standard hand with rippers built in.	2D6
HammerHand	N	600	Hydraulic Ram fist does 1D8 damage	2D6
BuzzHand	N	600	Wire circular saw. 1D6+3 damage, soft armor ignored	2D6
Tool Hand	N	200	Fingers contain screwdriver, wrench, small drill, etc...	2
Grapple Hand	N	350	Extends rocket-propelled grapple, 100' line.	3
Extension Hand	N	350	Hand extends on controllable sleeve up to 1m.	2
Spike Hand	N	500	Palm spike extends thru fingers. 1D4+2 damage, armor halved	2D6
Modular Hand	N	600	Choose any 4 modular tools.	2
Standard Foot	N	200	Resembles normal foot.	0
Talon Foot	N	600	Extends toe blades. 1D4+1 damage	2D6
Tool Foot	N	300	Toes contain screwdriver, wrench, small drill, etc...	2
Web Foot	N	500	Double swimming speed, +3 to all DEX rolls involving swimming.	2
Grip Foot	N	500	Designed for better gripping strength. +20% to Climb rolls	2
Spike Heel Foot	N	500	Heel spike for climbing or lethal kicks. 2D4 Levels of Armor Piercing Damage.	2D6

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BUILT INS		----	----	BUILT INTO CYBERLIMBS		----
AV Tape Recorder	N	250	2 hour micro cassette storage, needs ext. pickup.	1		
Cybermodem	N	3,000	Built in "cyberdeck". 5,000 for Cellular version.	1		
Digital Recorder	N	300	Digital Chip recorder. Must download or erase chip.	1		
Storage Space	N	50	2"x6" storage space. Can be locked.	0.5		
MiniCam	N	200	Pop up Digital Camera (20 shots)	2		
MiniVid	N	400	Pop up Mini video (30 minutes)	2		
Hidden Holster	N	100	Weapon size based on Body Type.	1		
LCD Screen Readout	N	200	Can be linked to any output device.	1		
Techscanner	N	400	Similar to scanner on pg 59 in CyberPunk 2020 Corebook.	3		
CYBERWEAPONS		----	----	BUILT INTO CYBERLIMBS		----
Grenade Launcher	N	500	Weapon. Carries 1 grenade of any type.	2D6		
Micro-Missile Launcher	N	900	Weapon. Fires 4 mini-missiles 3D6 damage each	2D6		
Popup Gun	N	2-800	Weapon. Size based on Body Type.	2D6		
Flame Thrower	N	600	Weapon. 1D6+3 1 st turn, 1D4 each turn after	2D6		
Weapon Mount & Link	N	100	Mounting plate plus neural link for 1 weapon.	3		
2 shot Capacitor Laser	N	800	Shoulder mounted. As a laser, only smaller. 2D6+1 damage	2D6		
LINEAR FRAMES		----	----	IMPLANTED EXOSKELETON FOR STRENGTH		----
Sigma	(MA)	6,000	18 STR	2D6		
Beta	(MA)	8,000	20 STR	2D6		
Omega	(MA)	10,000	22 STR	3D6		
BODY PLATING		----	----	EXOARMOR FOR COVERING BODY		----
Cowl	MA	200	Skullcap, covers head. 6 points of Armor	1D6		
Faceplate	CR	400	Protective facemask. 6 points of Armor	4D6		
Torso Plate	MA	2000	Torso protection. 6 points of Armor	3D6		
Front Optic Mount	MA	1000	Allows up to 5 optics to be mounted on face.	4D6		
Sense ext. ("Rabbit Ears")	M	500	Head mounted extensors for audio, optics, etc...	3D6		
		Each				
MEMORY CHIPS		MEMORY CHIPS: SKILLS				----
Accounting			150 per 25% incoded into Chip			
Aero Tech			250 per 40% incoded into Chip			
Anthropology			150 per 25% incoded into Chip			
AV Tech			300 per 40% incoded into Chip			
Basic Tech			200 per 30% incoded into Chip			
Biology			150 per 25% incoded into Chip			
Botany			150 per 25% incoded into Chip			
Chemistry			150 per 25% incoded into Chip			
Computer Use			300 per 25% incoded into Chip			

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Cryotank Operation	150 per 25% incoded into Chip
Cyberdeck Design	200 per 30% incoded into Chip
Cyber Tech	300 per 40% incoded into Chip
Demolitions	300 per 40% incoded into Chip
Disguise	150 per 25% incoded into Chip
Electronics	150 per 25% incoded into Chip
Electronic Security	200 per 30% incoded into Chip
Forgery	200 per 30% incoded into Chip
Geology	150 per 25% incoded into Chip
Gyro Tech	300 per 40% incoded into Chip
History	150 per 25% incoded into Chip
Language	200 per 25% - Specific Language incoded into Chip
Law	150 per 25% incoded into Chip
Medicine	150 per 25% incoded into Chip
Occult	200 per 25% incoded into Chip
Pharmacy	200 per 30% incoded into Chip
Physics	200 per 25% incoded into Chip
Pick Lock	150 per 25% incoded into Chip
Pick Pocket	150 per 25% incoded into Chip

REFLEX CHIPS

REFLEX CHIPS: PHYSICAL SKILLS

Archey	300 per 40% incoded into Chip
Dodge	200 per 30% incoded into Chip
Drive Auto	300 per 40% incoded into Chip
Fist/Punch	350 per 40% incoded into Chip
Handgun	300 per 40% incoded into Chip
Machine Gun	400 per 40% incoded into Chip
Pilot - Dirigible	300 per 40% incoded into Chip
Pilot - Fixed Wing	300 per 40% incoded into Chip
Pilot - Gyro	300 per 40% incoded into Chip
Pilot - Vect. Thrust Vehicle	350 per 40% incoded into Chip